



MARCSystems: Dynamic Timer

Installation and User Guide

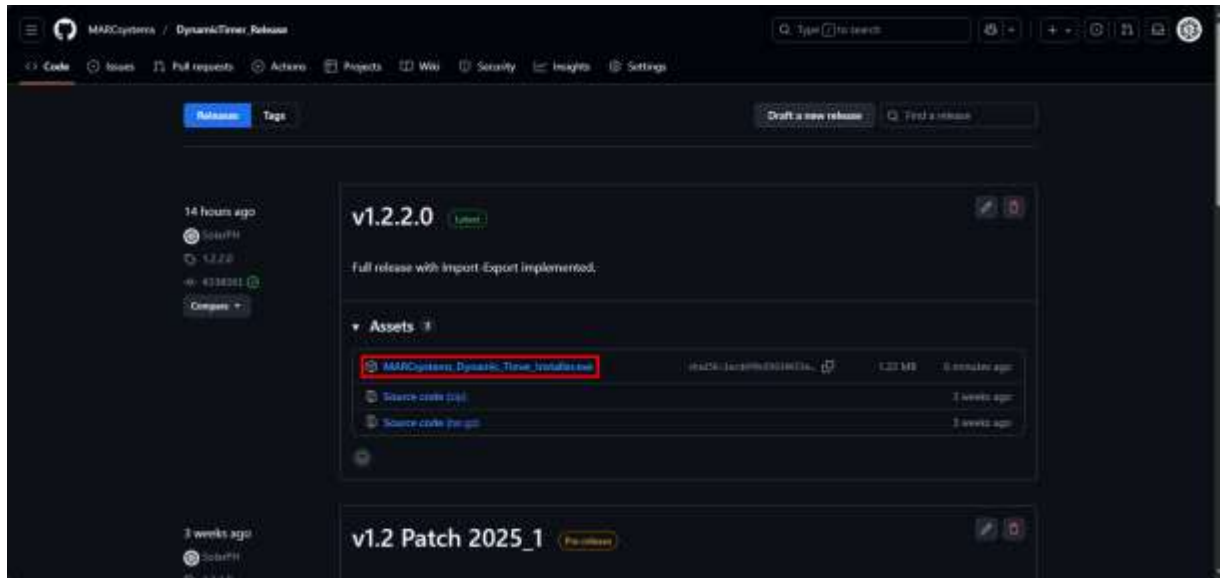
Last Updated: November 01, 2025

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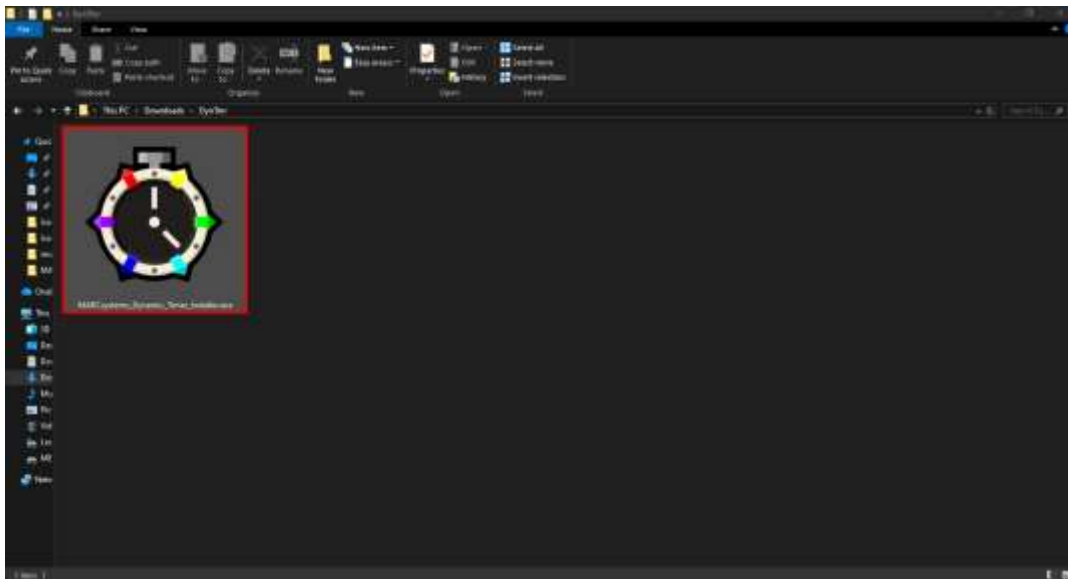
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Download and Installation

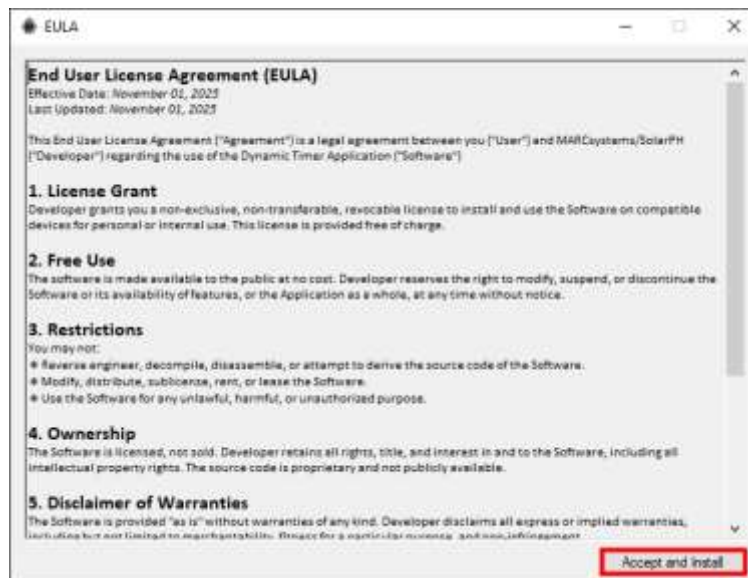
1. Download the latest copy of the Installer over at <https://github.com/MARCSystems/DynamicTimer/Release/releases>



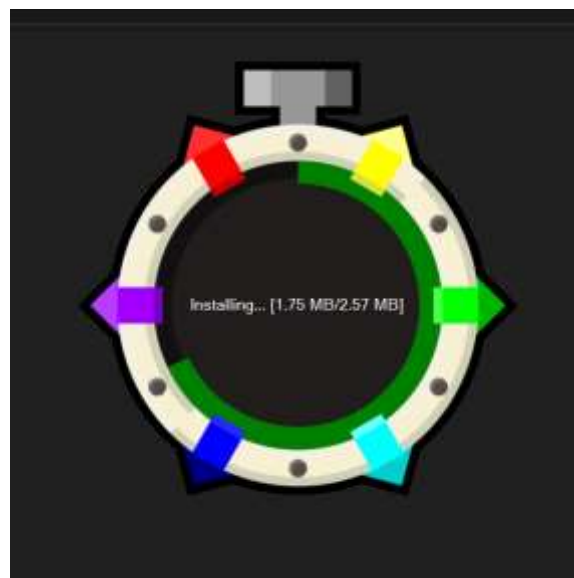
2. Open the downloaded installation media.



3. Read and accept the EULA provided



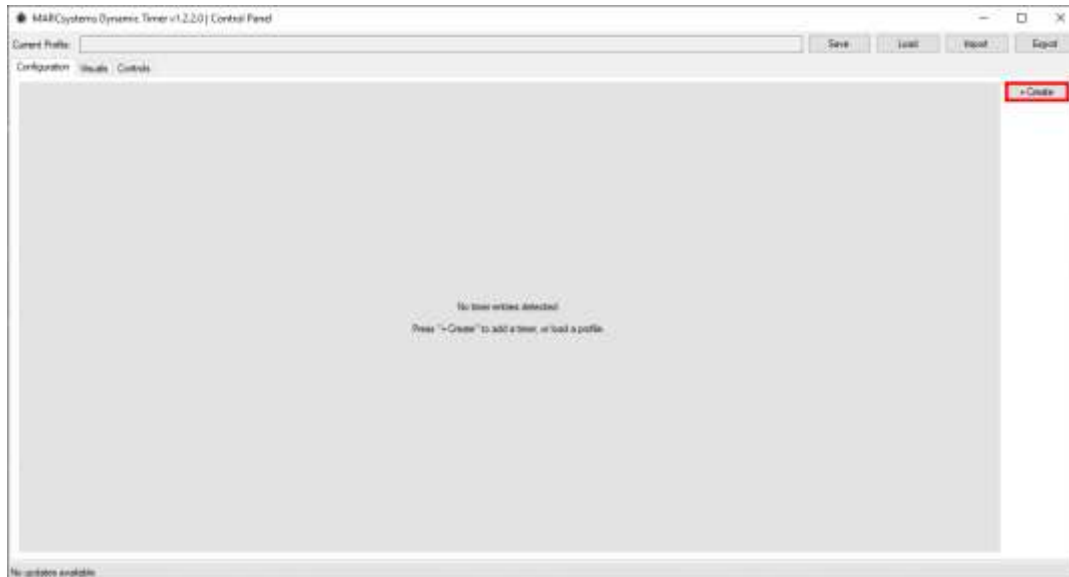
4. Wait until the installation is finished. The application will auto-launch after installation.



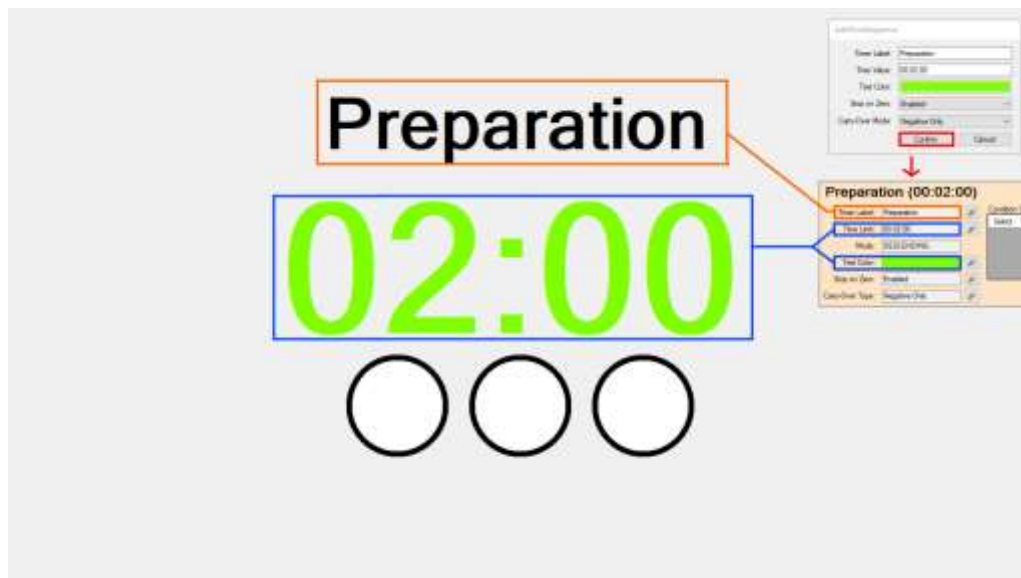
Creating a Timer Sequence

Creating a Timer Sequence

1. Click the “+ Create” button at the right hand side of the screen.



2. Fill out the necessary fields for your timer.



Add Timer Sequence Fields

Timer Label

- Label above the timer.
- Can be empty.

Timer Value

- Length of Time.
- Leave the field with value of 0 for Ascending Time.
- Ascending Time disables Stop on Zero and Carry-Over Mode.

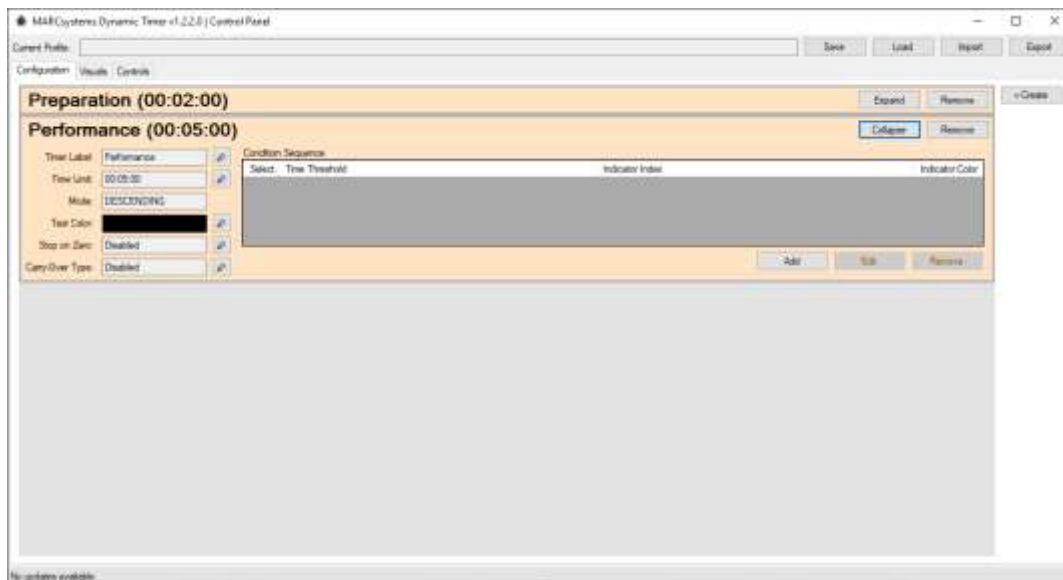
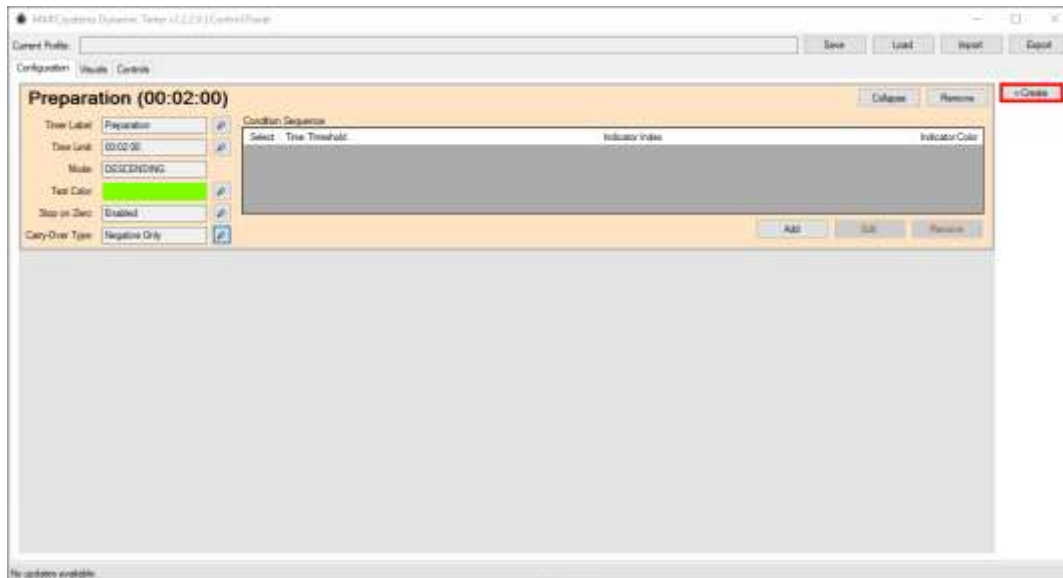
Stop on Zero

- Automatically stops timer upon hitting 0 seconds (with 0 milliseconds or lesser).
- Only enabled on Descending Time Mode.
- Disabled if Time Value is set to 0.

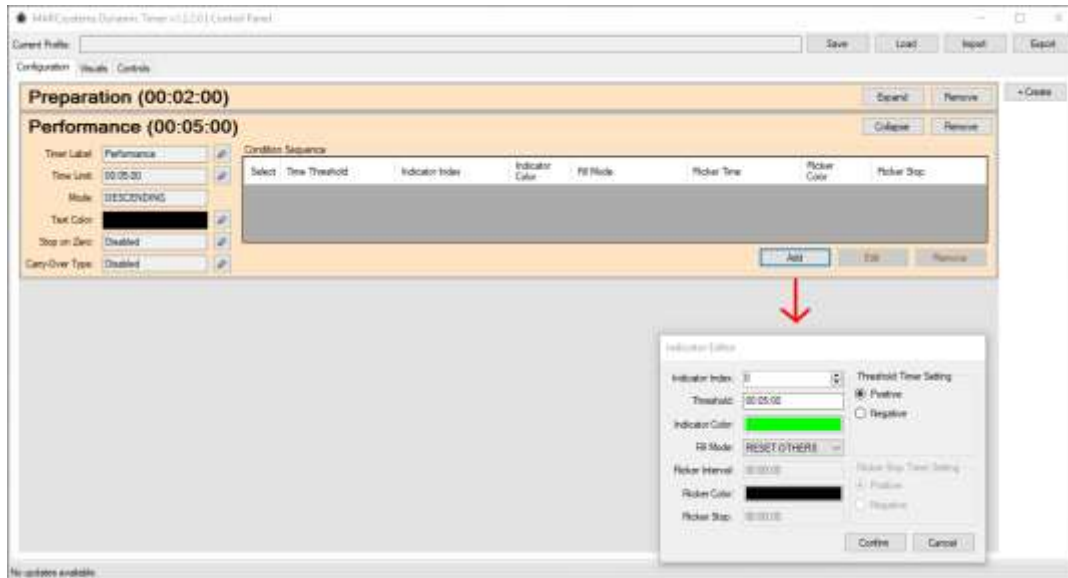
Carry Over Type

- Determines Time Carry-Over Behavior while “Next on Stop” is enabled. (See Controls Section)
- Does not work if “Next on Stop” is disabled or no more timer is queued on the sequence.
 - o Disabled: No carry-over of time value from current to next upon timer stop.
 - o Negative Only: Carry over only the negative value (Excess Time) from current to next timer in the sequence.
 - o Positive Only: Carry over only the positive value (Remaining Time/Overhead Time) from current to next timer in the sequence.
 - o Both Positive and Negative: Carry over either negative or positive time value from current to next timer in the sequence.

- Press “+ Create” to create your next timers in the sequence. Repeat Steps 2 and 3 as long as necessary.



Setting up Indicator Behavior



Indicator Index: Zero-based index, sets which indicator gets triggered.

- Last indicator triggered will bear the displayed time data when the timer gets suspended.

Threshold: The time the indicator gets triggered for action.

Threshold Timer Setting: Toggles if the Threshold Time is Positive or Negative.

Indicator Color: The color of the indicator. Does not affect the outline of the circle.

Fill Mode: The fill behavior in the Display Window.

- NORMAL: Only fills the color of the specified indicator.
- RESET OTHERS: Resets every indicator to the default, then fill the color of the specified indicator.
- FILL OTHERS: Resets every indicator to the specified Indicator Color.
- FLICKER: Allows flickering animation between two colors for the specified indicator.

Flicker Interval: Time length before the indicator changes color.

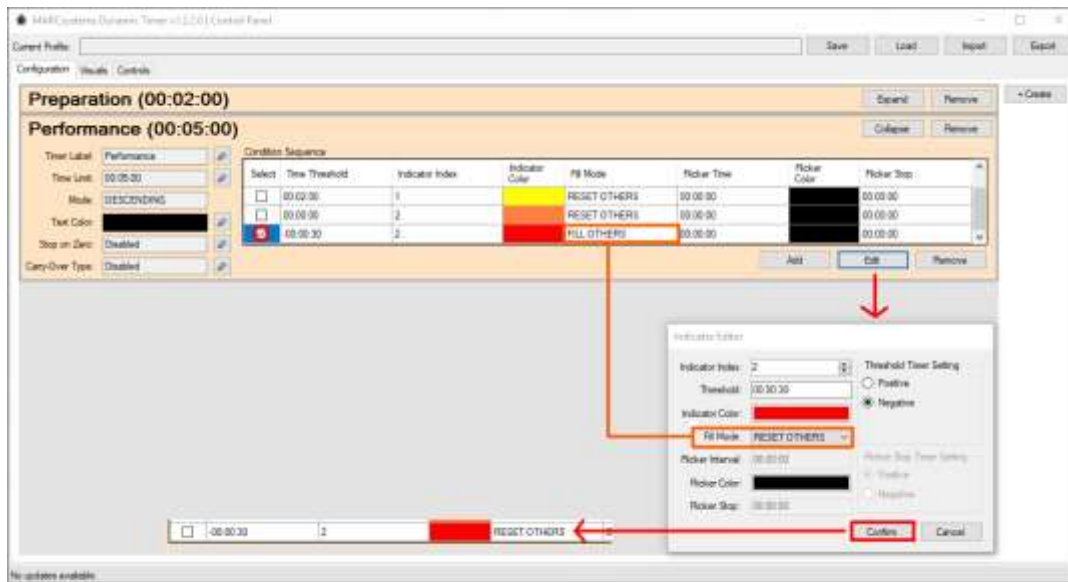
Flicker Color: The alternate color for the flicker.

Flicker Stop: The threshold on when the color flicker stops taking into effect.

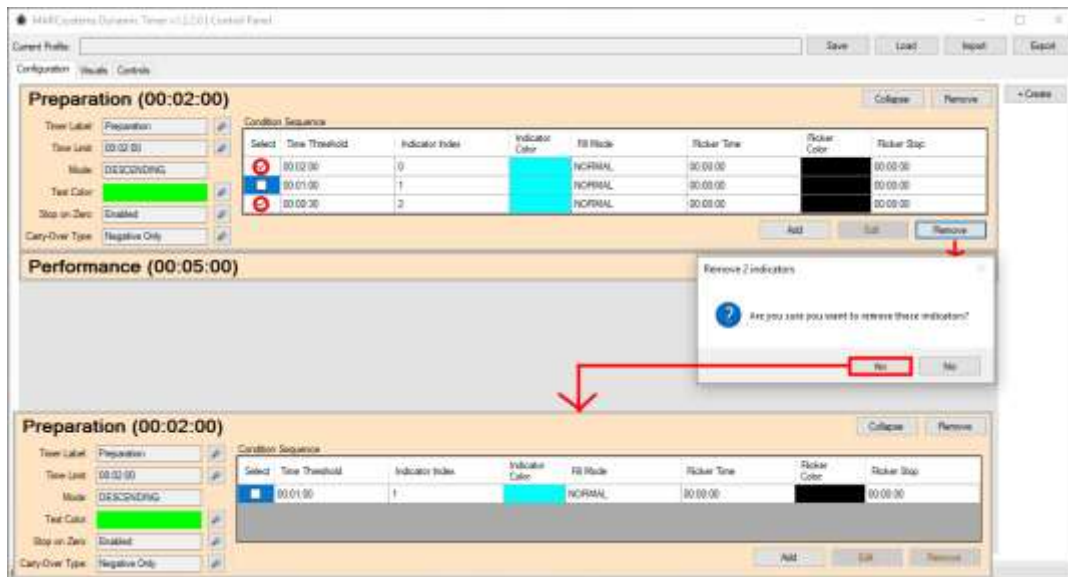
Flicker Stop Timer Setting: Toggles if the Flicker Stop Time is Positive or Negative.

Indicator Edit and Remove Functions

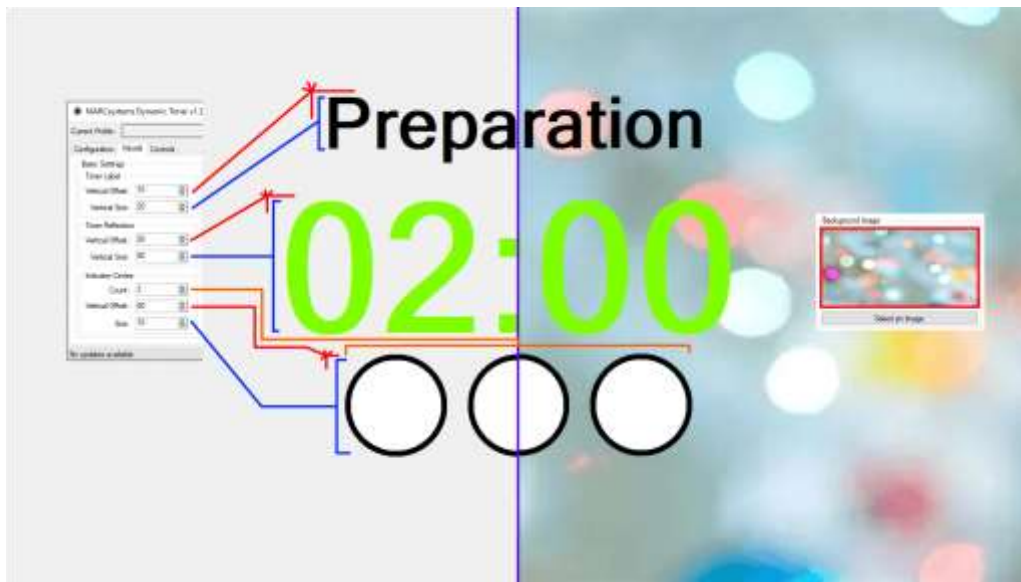
Edit Mode: Select one and edit the indicator information.



Remove Mode: Select one or more indicator to remove.



Visuals Configuration



Timer Label

- Vertical Offset: Sets the offset of text label from the top of the screen. Value in Screen Percentage.
- Vertical Size: Sets the vertical size of text label based on Screen Percentage.

Timer Reflection

- Vertical Offset: Sets the offset of timer from the top of the screen. Value in Screen Percentage
- Vertical Size: Sets the vertical size of text label based on Screen Percentage.

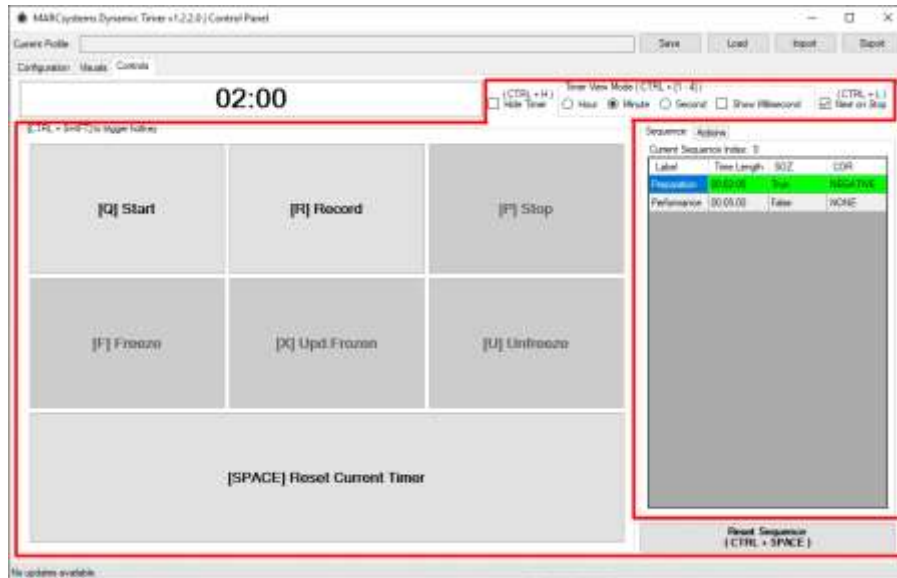
Indicator Circles

- Count: Sets the count of circle indicators in the Display Window.
- Vertical Offset: Sets the offset of circle indicators from the top of the screen. Value in Screen Percentage.
- Vertical Size: Sets the size of circle indicators based on Screen Percentage.

Background

- Select an Image: Select any valid image with format JPG, JPEG, or PNG.

Controls with Hotkeys



Control	Hotkey	Function
Start / Pause	CTRL + SHIFT + Q	Runs and suspends the timer. Does not trigger “Next on Stop”
Record	CTRL + SHIFT + R	Records the current time in Actions Tab with the Record Header. Best used for filtering recorded times in current session. Also records current frozen time if Freeze Mode is enabled.
Stop	CTRL + SHIFT + P	Suspends the timer. Triggers “Next on Stop” if enabled.
Freeze	CTRL + SHIFT + F	Freezes displayed time while letting the timer retain its running state in the background.
Update Frozen	CTRL + SHIFT + X	Updates the displayed time based on the actual time data of the running/suspended timer. Let the timer retain frozen state.
Unfreeze	CTRL + SHIFT + U	Unfreezes the displayed time of the current timer.
Reset Current Timer	CTRL + SHIFT + SPACE	Resets the current timer. Can be used while the current timer is running.
Reset Sequence	CTRL + SPACE	Resets the whole sequence of timers. Cannot be used while the timer is running.
Hide Timer	CTRL + H	Hides the timer both in Control Panel and Display Window.
Timer View – Hour Mode	CTRL + 1 / CTRL + NumPad1	Sets the timer display with Hour, Minute, and Second Data only.
Timer View – Minutes Mode	CTRL + 2 / CTRL + NumPad2	Sets the timer display with Minute and Second Data only.
Timer View – Seconds Mode	CTRL + 3 / CTRL + NumPad3	Sets the timer display with Second Data only.
Timer View – Milliseconds Toggle	CTRL + 4 / CTRL + NumPad4	Enables/Disable Millisecond Data in Control Panel and Display Window.
Next on Stop	CTRL + L	Enable/Disable automatic timer sequence advancement upon stopping. Only works if there is a timer next in sequence.

Sequence and Actions

Sequence				Actions	
Current Sequence Index: 0				State Filter: ALL	
Label	Time Length	SOZ	COR	State	Time
Preparation	00:02:00	True	NEGATIVE	RESET	0:05:00.000
Performance	00:05:00	False	NONE	RECORD	0:04:51.281
				PAUSE	0:04:51.281
				START	0:04:53.978
				STOP	0:01:54.291
				START	0:02:00.000
				Reset Action List	

Sequence

- Shows the sequence of timers currently set in the profile.

Actions

- Shows the actions done in the current session. Does not include the action "Reset Sequence".
 - o State Filter: Filters the recorded actions.

Saving and Loading Profiles

Profile Load: Load an existing profile currently saved in your application.



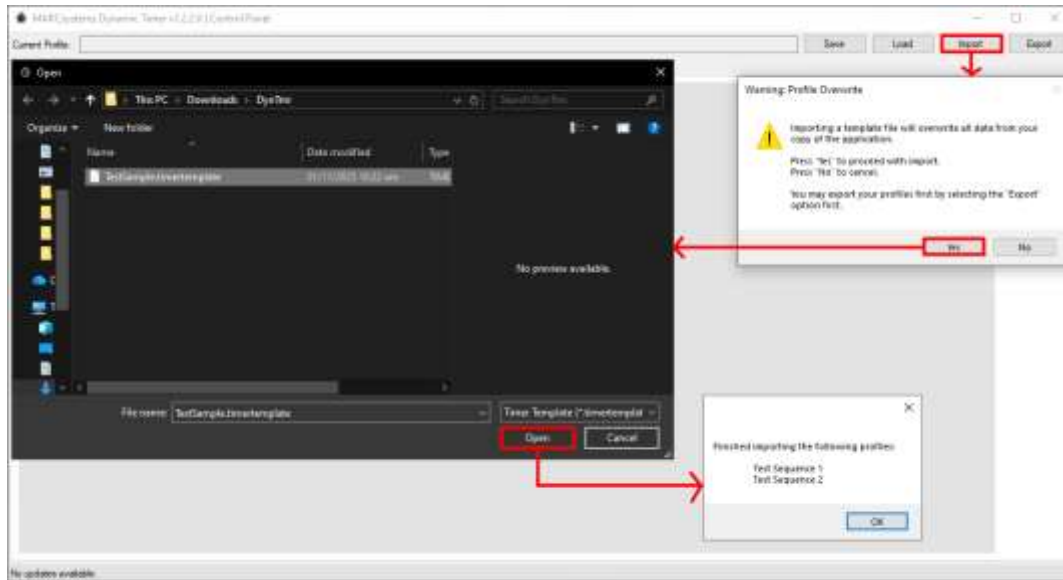
Profile Save: Save into an existing profile, or type a new name for a new profile.



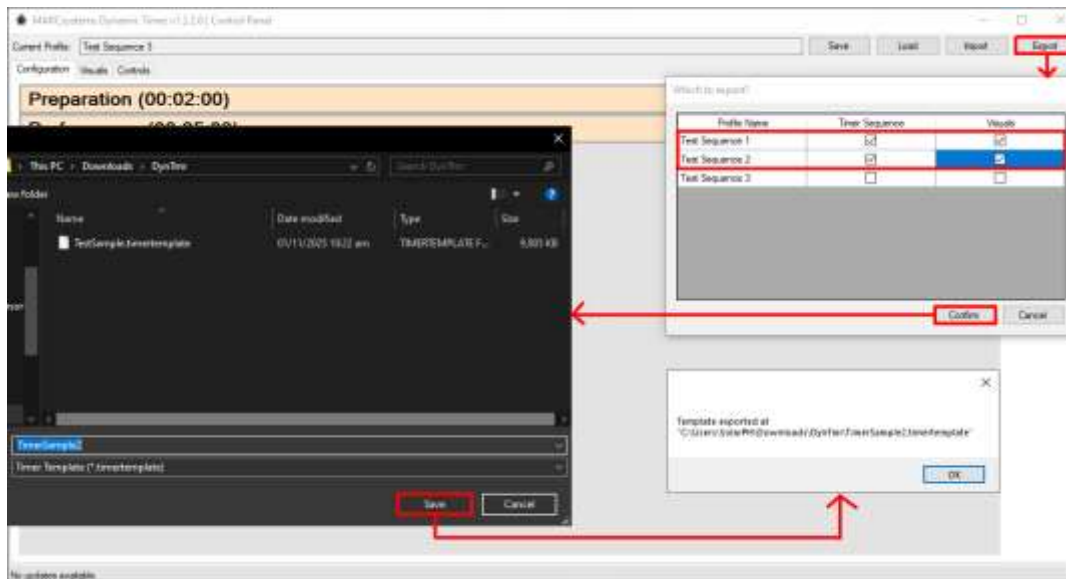
Template Import and Export

Import: Load an exported template containing all timer and visual data.

- Importing will erase your previous profiles. Make sure to export all existing profiles first before doing an import.



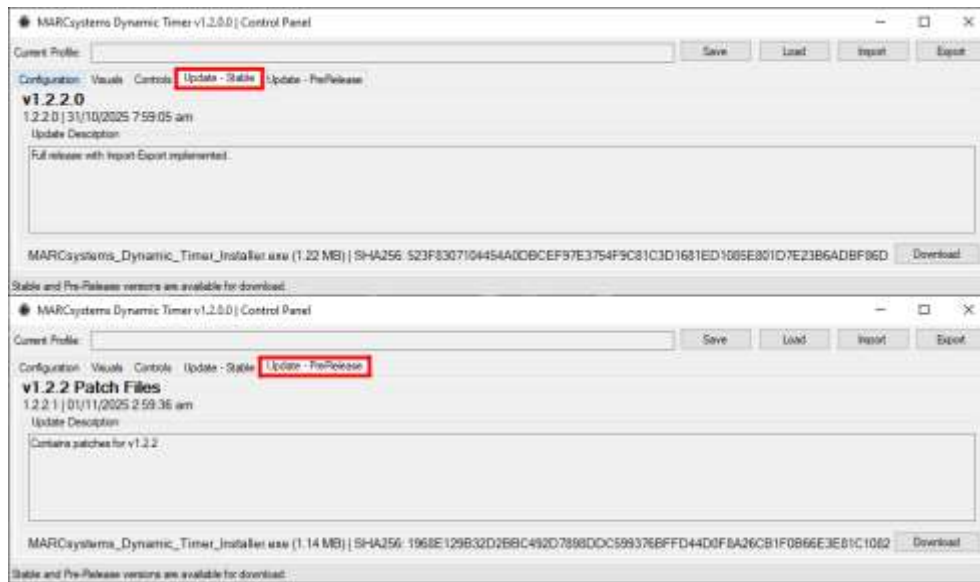
Export: Select profiles to export.



- Timer Sequence: Includes the timer sequence with the export if checked.
- Visuals: Includes the timer sequence with the export if checked.

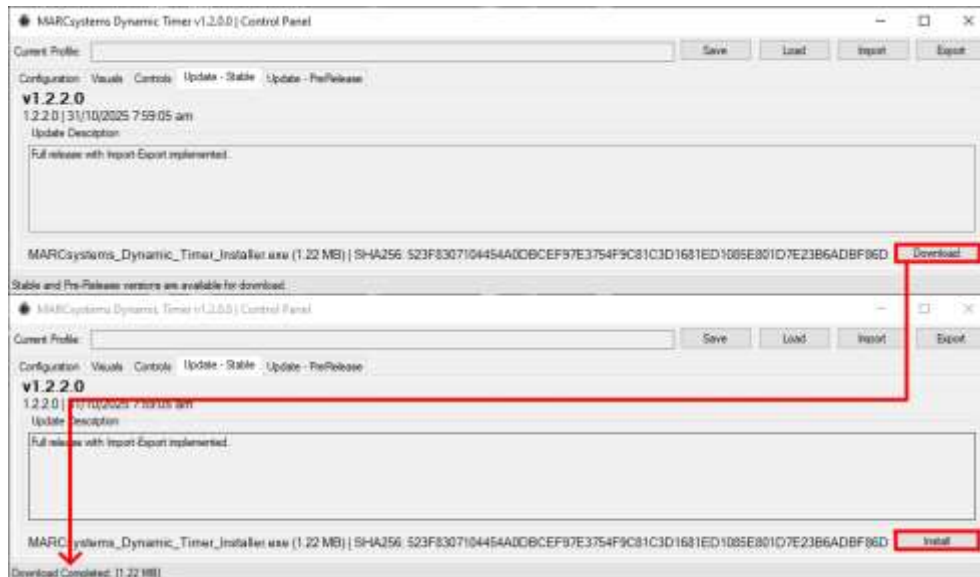
Optional Updates – Stable and PreRelease Versions

The updates will show only after startup. Internet connection is required for the update lookup to function.



Stable: Contains the official stable release available from the current application's version.

PreRelease: Contains the experimental release version of the application. Only the latest pre-release version past the stable version will show if available.



- Use the download button to download the latest update. Install button will be ready after the download finishes.
- In case an error occurs, retry button will be available to retry the download.

Bug Reporting and Feature Recommendation

For any bug reports and issues, and feature request or recommendation, please post an issue over at the GitHub Release Repository – Issues Section

- https://github.com/MARCsystems/DynamicTimer_Release/issues